is revealed resolving the result of a win or loss for the players hand as determined by the present invention.

Credits will be paid out (**116**) to the players credits (**115**) at the odds as indicated (**103**) by the internal controller (**101**) then the game will be over.

On activation of the cash out button (**125**) the internal controller will dispense into a tray (**126**) monetary value equal to the players credits (**115**)

There are a number of advantages of the present invention. The wagering structure of singular wagers with additional wagers when the player is in a commanding position is most attractive to all players.

Players participate most of the time to the end of each game thereby keeping their interest and participation concentrated on the game.

Casinos who install games with reasonable house percentages and high hand win rates find increasing player appeal and participation.

It will be appreciated that the games could also be played by other means, such as electronic gaming machines or via an on-line gaming websites.

The capabilities of technology are constantly expanding, and the improvements in technology should not be considered to avoid the underlining invention. For example player monitoring systems, security systems, integrated systems where shufflers identify the number of cards and/or identify the specific cards and their positions in the play of the game are contemplated in the practice of the present invention. It is possible to incorporate some degree or nearly an entire electronic system into the game table or into the play of the game. Such partial or complete electronic systems may perform such tasks as identifying the existence of a wager and/or may provide virtual cards from an electronically stored deck of cards.

It should be appreciated that the scope of the present invention need not be limited to the particular scope of the embodiments described above and in particular need not be limited to circumstances where the tokens used in the game comprise conventional playing cards or representations of conventional playing cards. All the examples, modifications and variations as would be apparent to a skilled addressee are deemed to be within the scope of the present invention.

The claims defining the invention are as follows:

1. A method of conducting a game comprising:

providing each player a collection of tokens from a set of tokens, said set of tokens formed of a subset of tokens wherein each subset includes an identical number of tokens, said subsets of tokens having a hierarchical ranking from lowest to highest;

causing each player to identify the player's collection of tokens as a winning collection of tokens, or a non-winning collection of tokens or an unplayable collection of tokens, said identification of a winning collection of tokens based on a player holding a collection of tokens belonging to a group of one or more pre-established winning collections of tokens;

after each player has identified the player's collection of tokens as a winning or non-winning collection of tokens or an unplayable collection of tokens, causing each player having identified a non-winning collection of tokens to discard one or more of the tokens from the non-winning hand such that the player holds no more than three tokens and no more than one token from any one of the subset of tokens;

providing an independent token from the remaining tokens in the set of tokens for comparison with each player's identified held non-winning collection of tokens;

determining, based on the comparison, whether any player's held non-winning collection of tokens comprises a winning or losing outcome.

2. The method of claim **1** further comprising providing each player an opportunity to place one or more wagers, including a jackpot wager, prior to each player receiving the collection of tokens and providing a payout to each player winning the game.

3. The method of claim **2** further comprising permitting a player identifying a winning collection of tokens and being provided a payout to continue in the game.

4. The method of claim **1** further comprising permitting additional wagers to be placed during various stages of the game.

5. The method of claim **1** further comprising providing a player a payout in response to the player identifying a winning collection of tokens, said payout based on a pre-established rank of the winning collection of tokens.

6. The method of claim **1** further comprising comparing a subset to which the independent token belongs with the subset or subsets to which the tokens held by the player belong.

7. The method of claim **6** further comprising determining that a player's held non-winning collection of tokens is a losing outcome should the independent token belong to a different subset than the subset or subsets of the one or more tokens held by the player.

8. The method of claim **1** further comprising comparing a subset and hierarchy of the independent token to a subset or subsets and hierarchy of the tokens held by the player.

9. The method of claim **8** further comprising determining that the player's held non-winning collection of tokens is a winning outcome should a player token belong to the same subset as the independent token and a rank higher than the independent token and a losing outcome should a player token belong to the same subset as the independent token but a rank lower than the independent token.

10. The method of claim **9** further comprising providing a payout on a winning outcome, said payout based on a number of tokens held in the player's hand.

11. The method of claim **10** further comprising establishing the payouts as follows:

Number of tokens	Payout
5	5 to 1
3	1 to 1
2	3 to 2
1	2 to 1

12. The method of claim **1** further comprising allowing a player to identify the player's collection of tokens as non-playable.

13. The method of claim **1** further comprising providing a single independent token for comparison with each player's held non-winning collection of tokens.

14. The method of claim **1** further comprising providing an independent token to each player for comparison with that player's held non-winning collection of tokens.

15. The method of claim **1** further comprising requiring that, after the discard, the player's held non-winning collection of tokens comprises no more than one token from any subset.

16. The method of claim **1** further comprising providing two or more subsets.

17. The method of claim **16** further comprising providing a plurality of tokens in each subset.